

CLAIMS

Having thus described our invention, what we claim as new, and desire to secure by Letters Patent is:

- 1 1. A method for enabling a computer to manage communication over a
2 network between one or more network addressable units and a plurality
3 of physical devices, comprising the steps of:
4 (a) instantiating a dispatch object to open a framework for one or more
5 network addressable unit objects;
6 (b) instantiating one or more virtual line replaceable unit objects to manage
7 communication between a network address unit and one or more
8 physical devices; and
9 (c) communicating network messages through the dispatch object to the
10 one or more network addressable unit objects to the one or more
11 physical devices.
- 1 2. The method as recited in Claim 1, wherein the dispatch object contains
2 logic that tracks messages to the one or more physical devices utilizing
3 a queue.
- 1 3. The method as recited in Claim 1, wherein the dispatch object contains
2 logic that tracks messages from the one or more physical devices
3 utilizing a queue.
- 1 4. The method as recited in Claim 1, wherein the dispatch object contains
2 logic that converts messages from a first format to a second format.
- 1 5. The method as recited in Claim 1, wherein the dispatch object
2 maintains the status of related devices.

- 1 6. The method as recited in Claim 1, wherein the dispatch object contains
2 logic for adding and removing one or more network addressable unit
3 objects.
- 1 7. The method as recited in Claim 1, wherein the network addressable unit
2 objects include logic for moving data from one storage location to
3 another.
- 1 8. A system for controlling a passenger entertainment system, including a
2 computer for managing communication over a network between one or
3 more network addressable units and a plurality of physical devices to
4 control one or more aspects of the passenger entertainment system,
5 comprising:
6 (a) a system server coupled by way of the network to the plurality of
7 physical devices;
8 (b) the system server comprising software for instantiating a dispatch object
9 to open a framework for one or more network addressable unit objects;
10 (c) the system server comprising software for instantiating one or more
11 virtual line replaceable unit objects to manage communication between
12 a network address unit and one or more physical devices; and
13 (d) the system server comprising software for communicating network
14 messages through the dispatch object to the one or more network
15 addressable unit objects to the one or more physical devices to control
16 one or more aspects of the passenger entertainment system.
- 1 9. The system as recited in Claim 8, wherein the dispatch object contains
2 logic that tracks messages to the one or more physical devices utilizing
3 a queue.
- 1 10. The system as recited in Claim 8, wherein the dispatch object contains
2 logic that tracks messages from the one or more physical devices
3 utilizing a queue.

- 1 11. The system as recited in Claim 8, wherein the dispatch object contains
2 logic that converts messages from a first format to a second format.
- 1 12. The system as recited in Claim 8, wherein the dispatch object maintains
2 the status of related devices.
- 1 13. The system as recited in Claim 8, wherein the dispatch object
2 contains logic for adding and removing one or more network
3 addressable unit objects.
- 1 14. The system as recited in Claim 8, wherein the network addressable unit
2 objects include logic for moving data from one storage location to
3 another.
- 1 15. A computer program embodied on a computer-readable medium for
2 controlling a passenger entertainment system, comprising:
3 e) a first code segment that instantiates a dispatch object to open a
4 framework for one or more network addressable unit objects;
5 f) a second code segment that instantiates one or more virtual line
6 replaceable unit objects to manage communication between a network
7 address unit and one or more physical devices; and
8 g) a third code segment that communicates network messages through the
9 dispatch object to the one or more network addressable unit objects to
10 the one or more physical devices.
- 1 16. The computer program embodied on a computer-readable medium as
2 recited in Claim 15, wherein the dispatch object contains logic that
3 tracks messages to the one or more physical devices utilizing a queue.

- 1 17. The computer program embodied on a computer-readable medium as
2 recited in Claim 15, wherein the dispatch object contains logic that
3 tracks messages from the one or more physical devices utilizing a
4 queue.
- 1 18. The computer program embodied on a computer-readable medium as
2 recited in Claim 15, wherein the dispatch object contains logic that
3 converts messages from a first format to a second format.
- 1 19. The computer program embodied on a computer-readable medium as
2 recited in Claim 15, wherein the dispatch object maintains the status of
3 related devices.
- 1 20. The computer program embodied on a computer-readable medium as
2 recited in Claim 15, wherein the dispatch object contains logic for
3 adding and removing one or more network addressable unit objects.